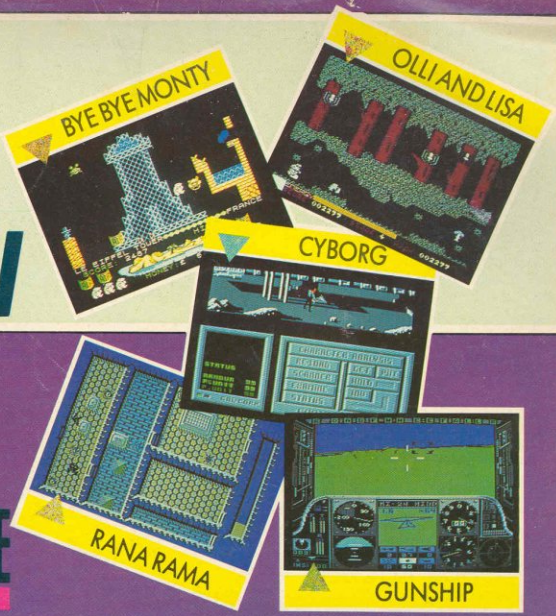
PLAY TO WIN · IV

HINTS, TIPS & MAPS
on the latest 64 GAMES

FREE

WITH

COMMODORE USER



INTRO

It seems a long time since we gave you something for nothing (it's six months in fact) so we thought you'd earned yourselves a treat. That's why you're clutching a copy of Play To Win IV — the tipsters' bible.

It seems that there are fewer and fewer games that are simply mappable and crackable these days. That's because of gamers' seemingly insatiable thirst for rip-roaring shoot 'em ups. Nevertheless we've picked six of the toughest games lingering around the charts and solved them for you.

Another more worrying trait in some of the games we looked at for tipping was the shoddy job done on them in the first place. We promised you Cholo in the May edition then worked our way through it only to find it so grossly bugged as to be near-incompleteable. Consider our Screen Star withdrawn Firebird. CRL's Cyborg suffers from similar problems, as we pointed out in the review, but it can be finished. A plea goes out to the software houses to be more professional.

We've already lined up some excellent maps and tips to keep you occupied over the Summer, but there's always room for you to pass on your own solutions. Play To Win is one of the most popular and successful columns of its kind and we aim to keep it that way.

CREDITS

AUF WIEDERSEHEN MONTY
Peter Harrap, programmer

OLLIS AND LISA
Eric Headley and Lloyd G Parker

CYBORG
Daniel Gilbert and Adrian Bott

RANA RAMA
Gary Watson

GUNSHIP
Wild Bill Stealey himself

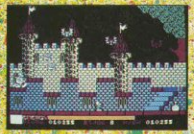
EDITED BY
Eugene Lacey and
Mike Pattenden

DESIGN
Graphic Impressions

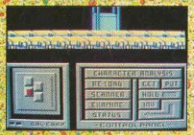
CONTENTS

4 **Auf Wiedersehen Monty** ▶ The platform hopping Mole returns by popular demand. No longer on the run, he's on a trip around Europe doing dodgy deals in an attempt to raise enough money to buy his own Greek Island. Programmer Peter Harrap provided his very own map.

8 **Olli and Lisa** ▶ CU's very own homeboys Lloyd and Ezza get to grips with the Firebird cheapie. Eight levels of precise jumping are required from you, but what are ingredients for the potion? We spill the beans and the frogs oh, and there's a skull too.



10 **Cyborg** ▶ CRL has produced the first black hero in a game. Our top tipsters Daniel and Adrian take him through to the conclusion of this V-style arcade adventure. Yo!



14 **Rana Rama** ▶ Gary Watson is a new addition to the Play To Win team. You'll be hearing more from him, meanwhile he's mapped Hewson's Gauntlet style game and provided enough info for you to breeze through it.

19 **Gunship** ▶ Wild Bill, boss of top US simulation house Microprose reckons he can beat anybody at his own games. Was it an idle boast? We put the ex USAF pilot to the test with his helicopter game and found out he was telling the truth.

Auf Wiedersehen Monty

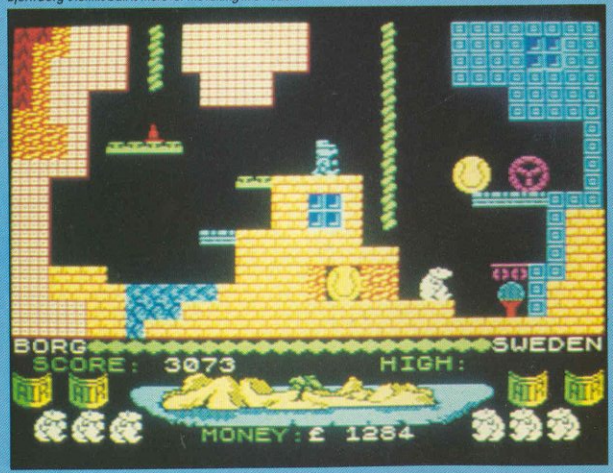
Monty is at it again. This multi screen platform caper is as tough as they come. We thought a map might come in useful. It shows you the where abouts of the items you need to buy and sell in order to make money.

The rest of the tips are courtesy of co-programmer of Auf Wiedersehen Monty — Peter Harrap.

PLANNING YOUR ROUTE

Working out a time saving route is the key to success in Auf Wiedersehen Monty. So study the map and decide what you want to do first. Aim to avoid having to visit the same place twice. Get the football first — though don't attempt to use it until later in the game. Take the Chateau Blanc to Germany and make your first sale. Once you get to Germany you can kill two birds with one stone — as you can also pick up the tools you will need to mend the Austrian Ski lift.

Bjorn Borg's tennis ball is there for the taking in Sweden.



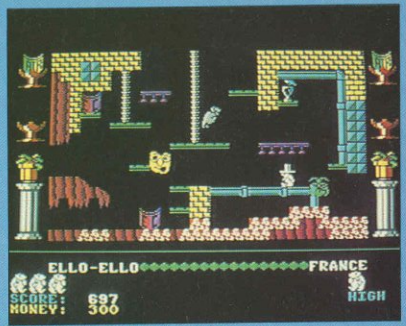
DON'T BE GREEDY

Don't go crazy trying to get extra lives. Some of them are placed in deliberately tough places to tempt you to try and get them. You will end up losing more lives in the process.

THE CHEAT

As you would expect from a game about a furry little villain Auf Wiedersehen Monty has a cheat mode.

Not quite as easy as the Monty on the Run cheat though. This one requires a bit more care — so follow these instrudions carefully.



Toulouse Lautrec patrols the platforms of Paris.

You have to type Monty in the bottom right hand corner of the screen so that the 'y' in Monty is right in the corner.

The best way to do this is to type it in one character to the left of the margin. Now back space using the cursor and insert a space. This will butt the Monty up to the corner.

Return the cursor to its correct position at the top of the screen and then load as normal. This will give you several lives.

Monty makes a drunken leap after quaffing the Spanish vino.

FLIGHT FRIGHTS

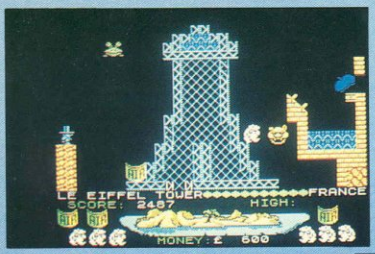
The flight part of the game was designed as a diversion from the platforms. Many Monty fans just can't wait to get back to the platforms. If you are one of these then the way to do is just keep your place in the bottom left hand corrner of the screen. This way you cannot have your tail nibbled and risk losing a life.

SHORTS

Hooks can be used for walking upside down along certain tricky screens.

Plonk makes you tipsy and lose control of your Monty.

Montos takes a lot of money to buy — make sure you have lots before attempting to do so.



Get an eyeful of the Eiffel Tower in Paris — but avoid Toulouse Lautrec like the plague.

You need two airline tickets to take flight. Even from Yugoslavia.

Spain is full of vino. Stick to water.

Olli and Lisa

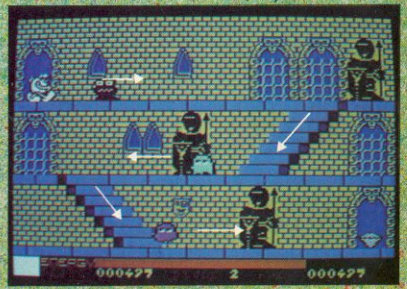
Shilmore Castle is where it all happens. The action, that is, in Firebird's chart topping cheapo — Olli and Lisa.

The castle is in danger of being shipped to America stone by stone by the evil Eugene Port-Cullis the third (no relation to the Ed.).

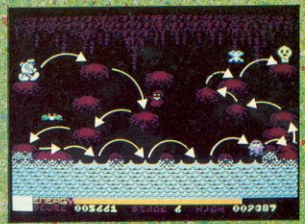
The castle ghost is not too happy about all this — which is where you come into it. As the characters Olli and Lisa you have to help your friend, Sir Humphrey the ghost become invisible so that he can frighten off the human preditors. To do this you first have to collect the eight ingredients required to cast an invisibility spell. Eric Headly has some helpful hints.

▲ *Collect the lamp and head for the stairs towards Lisa at the bubbling cauldron to complete your first phase.*

Avoid the nasty ghouls, especially the distressing red one to make your way towards the diamond. ▼

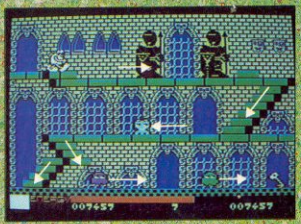


▲ *Outside the castle, hop, skip and jump over the gullies but keep good timing to avoid swooping bats for the scroll.*



▲ *Skill is required to judge the jumping distance to manoeuvre from tuft to tuft. To get back use top tufts only.*

▲ *As you venture through the forest, jump on the humps to get past the warm.*



▲ *Back inside the castle use the pedestals to avoid being nabbed.*

For your last assignment leap the great gaps of the castle wall to collect the last ingredient for Humphrey's magic potion. ▼

▼ *More hop, skip and jumping to collect the frog.*

CYBORG

Here are the main tips for Cyborg, mostly short observations, but then the game is surprisingly short:

Firstly, a hardware tip: if possible have a joystick in either port. This is because, when plugged into port 1, the fire button acts as the F1 key, which is infinitely more useful than a weapon firing, for the vast majority of the game. If you find you need a weapon quickly, and have only the one joystick, simply press F1 (fire), change joystick ports, and restart, ready for action.

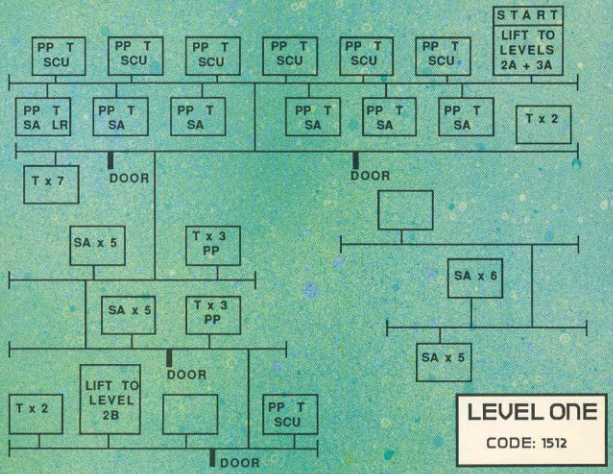
If you are having problems opening doors and generally examining things, then your positioning is slightly out. You should try to face the desired object so that it lies in a vertical line between your head and shoulder — you'll get the hang of it eventually. When opening doors, you should be examining the small box-like panel off to one side of the door (sometimes obscured if the door is in the passage).

When accessing terminals, enter 'DIR' to discover what programs the terminal contains, then enter the programs' names to run them. Enter 'EXIT' to leave the terminal access mode.

If, for any reason, you need to clear a corridor of robots, nip into the nearest doorway and back out again — hey presto! — no robots.

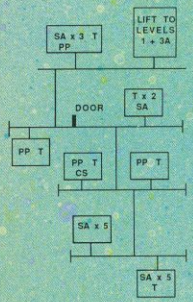
NEVER let your shield deplete to 00 — it does not regenerate when completely gone. The simplest way to avoid this is to dodge into rooms off the main passages and wait; your armour will replenish itself at 2 points per second when in 'live' mode (i.e. not on the Control Panel). An altogether quicker and more convenient method is to wait in the doorways connecting passages 'in and out' of the screen (i.e. vertically on the map). This can only be done, however, when the Cyborg has just entered a door on the lower side of the corridor, so if you wish to rest awhile when passing through the other way, move quickly through and back again. You should find yourself standing under the doorway, and will undoubtedly attract a fair number of droids; don't worry about them — they can't damage you while you're there, but if you wish to enter the corridor they're in, just follow the above technique for clearing a corridor of droids.

The only weapon you can depend upon being able to get, is the laser rifle on level 1. The program reserves the right to scatter the game liberally with other weaponry, but you shouldn't actually need anything more than the rifle, as you'll only

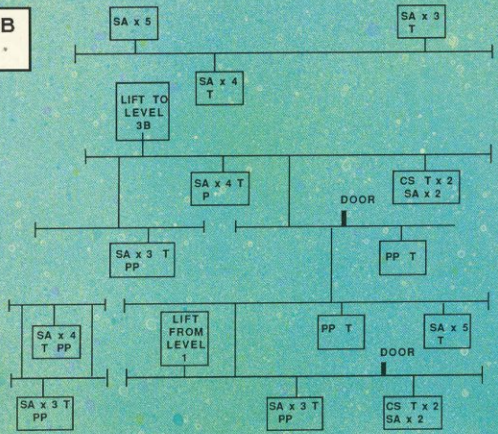


LEVEL ONE
CODE: 1512

LEVEL 2A
CODE: 1967

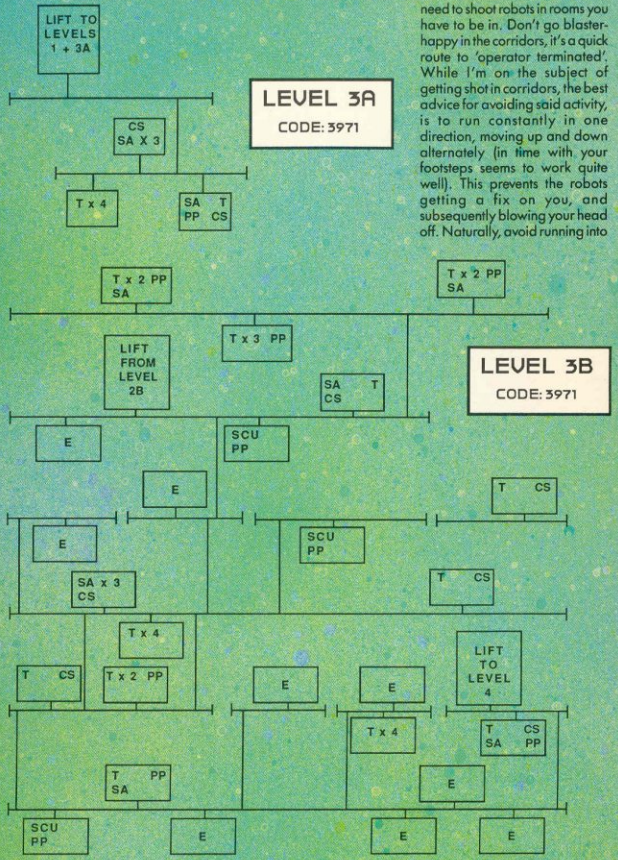


LEVEL 2B
CODE: 1967


SA x 5
SA x 3 T
SA x 4 T
LIFT TO LEVEL 3B
SA x 4 T P
CS T x 2 SA x 2
DOOR
SA x 3 T PP
PP T
SA x 4 T PP
LIFT FROM LEVEL 1
PP T
SA x 5 T
DOOR
SA x 3 T PP
SA x 3 T PP
CS T x 2 SA x 2

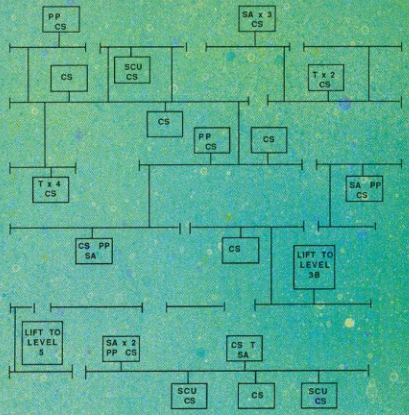
need to shoot robots in rooms you have to be in. Don't go blaster-happy in the corridors, it's a quick route to 'operator terminated'. While I'm on the subject of getting shot in corridors, the best advice for avoiding said activity, is to run constantly in one direction, moving up and down alternately (in time with your footsteps seems to work quite well). This prevents the robots getting a fix on you, and subsequently blowing your head off. Naturally, avoid running into robots, as they tend to be a bit unsociable and try to kill you for doing so.

The only real game tip encompasses the whole solution: work your way down through the levels carefully, preserving your armour by regularly checking your status, and resting in doors/rooms when necessary. Head for the Control Room on level 5, using the codes supplied for each level when required, shoot the geek in there, and get the master key (this is useful on the return journey as it opens doors automatically when held). Now access the terminal located there, and enter the following code: ON LAUNCH DETONATE. Run the SHUTTLE program and now (guess what?) head back to level one, enter one of the Shuttle Control Unit (SCU) rooms, access the SCU and wait for the end sequence to load.

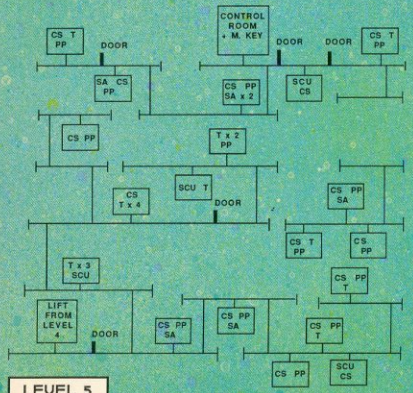


LEVEL 3A
CODE: 3971

LEVEL 3B
CODE: 3971



LEVEL 4
CODE: 528C



LEVEL 5
CODE: 2391

KEY TO ALL LEVELS

T	TERMINAL
PP	POWER POINT
SCU	SHUTTLE CONTROL UNIT
SA	SUSPENDED ANIMATION CHAMBER
CS	COOLING SYSTEM
E	EMPTY ROOM
LR	LASER RIFLE (LEVEL 1)

CREDITS:

MAPPING:	ADRIAN BOTT
GAMEPLAY:	DAN GILBERT
KEYBOARD ASSISTANCE:	THOMAS BOTT

RANA RAMA

As Mervyn the frog it's your task to battle through eight levels each consisting of 50-100 rooms full of warlocks and minions in Steve Turner's colourful game.

It is certainly not the norm in arcade adventures with scenarios similar to **Rana Rama** for deft joystick control to have such tremendous importance in reaching the eventual goal — but in this game it really is — believe me!

RITUAL COMBAT

Such a situation arises in 'Ritual Combat' where le froggie must defeat either a wizard (usually found in levels 1 - 4) or a necromancer (5-8) by re-arranging the letters of 'Rana Rama' in the correct order. If you are not lucky enough to have the computer mistakenly shuffling the letters into the correct order (as happened quite a few times during play) you must first choose the letter you wish to move and then press the fire button. A letter can only move one place to the left or right and so each move must be individually done, so for example if the 'N' was at the far right it would take 5 actions of the joystick to move it into the correct position. This is where the nimble joystick work comes in. In the first 4 levels you can have anything up to 35 seconds to do this task. Not so with the other four however. On level 8 you hardly ever get over 16 seconds and the letters are shuffled more out of order. If an 'M' is slotted at the far left and an 'N' at the far right you've had it!

Really the ritual combat is the key to the game. Once the player has mastered this aspect, those all important runes can be confidently collected.

GAMEPLAY

There is a temptation to just go around blasting everything in sight — which is rather silly as killing those beasties doesn't earn you any points and drains energy as well. The best method of moving through a room is to blast only the creatures that are in your path. If you have time you should also knock out the spell generators within the room, although this is not a game that requires the player to retrace his (or her) steps too often.

SPELLS

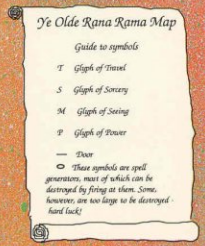
Knowledge of the spells available to you is essential, as only with full use of these can the player fully explore the lowest depths of the dungeon.

Spells are traded for runes and this is done when the player stands on one of the sorcery glyphs scattered throughout the rooms and presses the fire button. Certain spells are only active occasionally and all are only made available when the player has enough runes in his or her possession.

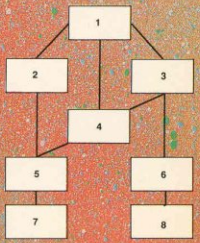
To actually trade runes for a spell select the appropriate screen for that spell and press the fire button. The spell will automatically replace the previous spell in its category.

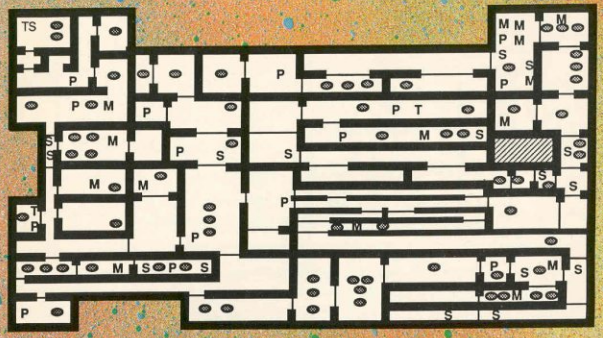
Perhaps the most important type of spell is POWER. When the player is mortal i.e. has only one life left, an additional life can be had by getting a power spell (all except the one actually titled 'Mortal').

Always keep at lease 4 runes spare for firing up a new power spell but also you should get the best offence and defence you can afford.

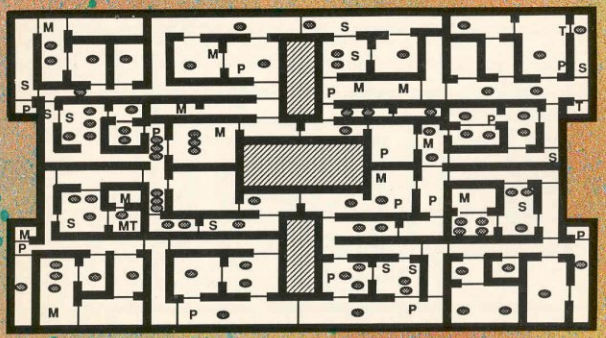

Ye Olde Rana Rama Map
Guide to symbols
T Glyph of Travel
S Glyph of Sorcery
M Glyph of Seeing
P Glyph of Power
— Door
O These symbols are spell generators, most of which can be destroyed by firing at them. Some, however, are too large to be destroyed - hard luck!

Rana Rama Levels

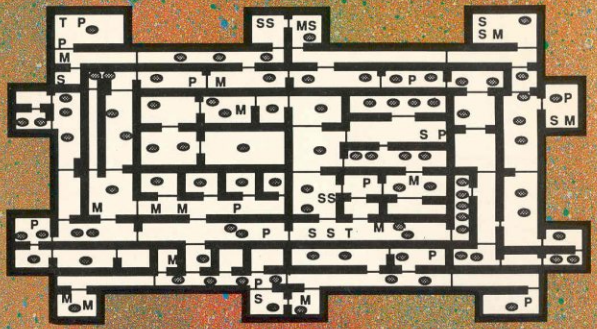




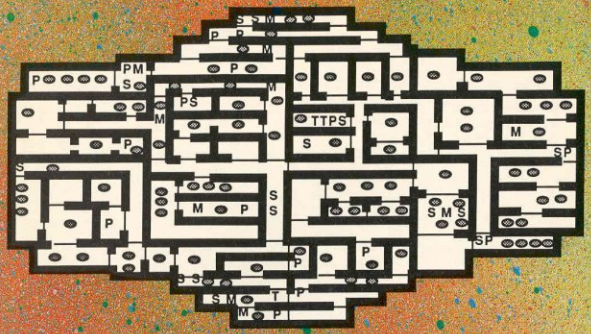
RANA RAMA - LEVEL 1



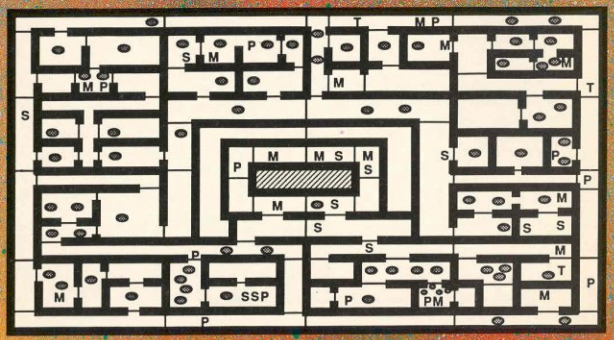
RANA RAMA - LEVEL 2



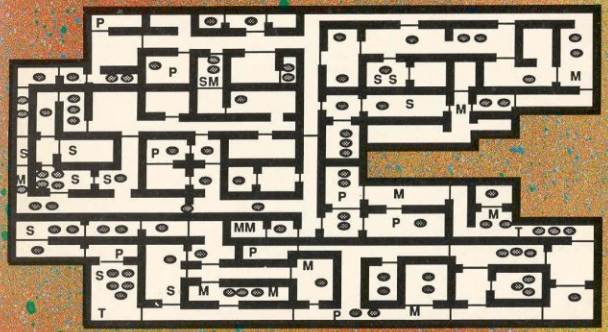
RANA RAMA - LEVEL 3



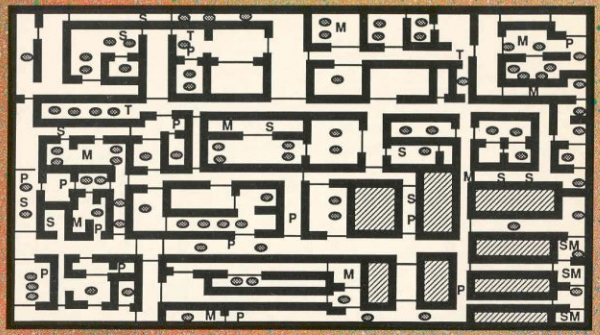
RANA RAMA - LEVEL 5



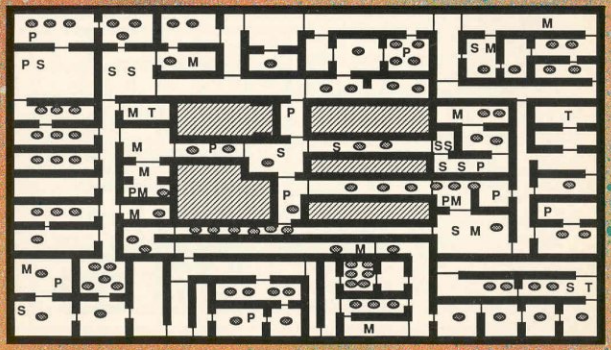
RANA RAMA - LEVEL 4



RANA RAMA - LEVEL 6



RANA RAMA - LEVEL 7



RANA RAMA - LEVEL 8

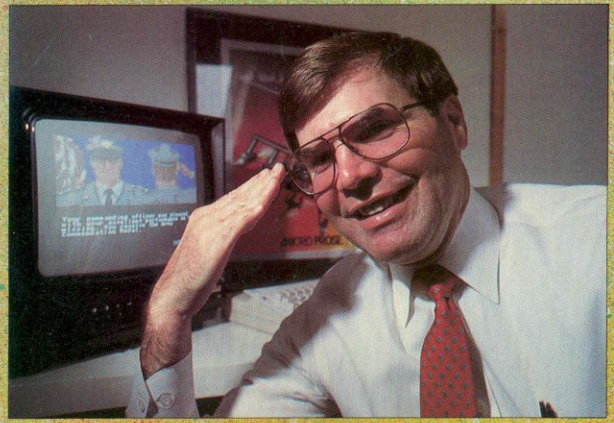
GUNSHIP

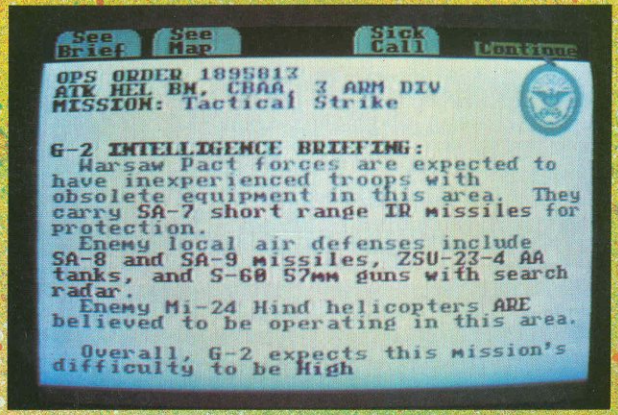
What better way to help you master a top class flight sim from Microprose than put the company's ex USAF pilot in the hot seat. We asked Wild Bill Stealey to grab the controls of the Apache chopper and inflict as much damage as possible on the enemy.

"First of all you must recognise that GUNSHIP is a simulation. Second, you recognise that simulation means you gotta use common sense. You gotta recognise what the factors are that would work in real life.

So let's think about it for a minute. If you go rushing into the valley of death not knowing what you're facing, d'ya think you're gonna be in trouble? You're gonna get your backside kicked! So you need information. Remember that this is an electronic battlefield, people will be listening for you, they're looking for you, maybe they're tracking you on radar. So you think about things that cause them to look listen or track, OK?

Radar is a 'line of sight' sensing device. If you can use terrain masking — hide behind a ridge — you have an advantage. If you can use ground clutter — trees, scrub bush, poles, fences to




See Brief
See Map
Sick Call
Continue
OPS ORDER 1895817
AIR HEL BN, CBAA, 3 ARM DIV
MISSION: Tactical Strike
G-2 INTELLIGENCE BRIEFING:
Warsaw Pact forces are expected to have inexperienced troops with obsolete equipment in this area. They carry SA-7 short range IR missiles for protection.
Enemy local air defenses include SA-8 and SA-9 missiles, ZSU-23-4 AA tanks, and S-60 57mm guns with search radar.
Enemy Mi-24 Hind helicopters ARE believed to be operating in this area.
Overall, G-2 expects this mission's difficulty to be High

Wild Bill's briefing looks none too good. Pact infantry is carrying SA-7 shoulder launched infra red missiles. Air defences include SA-8 and SA-9 missiles as well as the dreaded ZSU-23-4. As if that weren't enough, Hind helicopters are operating in the area. The mission difficulty, not surprisingly, is high.

The first thing Major Bill does is to survey the map — "you gotta have that information". "The primary target — the AA sight — is at 5:10. Then at 9:10 where we support the friendlies you can see seven targets, infantry, the air base and three tanks".

way to get an area and, before you go in, take a peek and get back down. See what radar signals you pick up, see who you've got in your TADS, then get back down. Don't rush into anywhere, you'll get shot down. Helicopters can't do that, you've got to reconnoitre the area.

So you have to hide well, you have to reconnoitre well. You have to be able to take the helicopter, move it out of danger and come to a hover quickly. You've gotta know how to use the terrain to your best advantage, and you've gotta know when to put the thing down and stop. You need to know how to use the map well or you'll get lost. You need to know areas you've cleared and those you haven't. Where are enemies likely to be? You gotta think about where would be the best place for enemy weapons systems.

OK, lets have a shot at it. We'll take Western Europe. I'll probably get my backside shot down, there are times when even I don't make it, but if you made it every time then it wouldn't be a simulation would it?

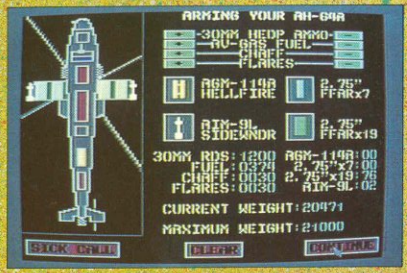
How to deal with an MI-24 Hind helicopter the Wild Bill Stealey way. At 20 feet and hovvering at a distance of 1.1Km, Major Bill's AIM-9L Sidewinner missile rips into the Hind's fuselage. Then it's down with the nose to take cover behind that hill on the left".

disperse radar signals, you're less likely to be noticed. Remember, terrain masking, ground clutter.

The other thing you can use is speed — speed causes you to be picked up more easily on radar. Radar blocks out things that are slow moving — it could be a bird, a car or whatever, so you gotta watch your speed.

You must be a stable platform for firing weapons systems. So you gotta learn to bring this thing to a hover quickly. If you run in there blastin' and shootin' you're gonna be on the bottom all by yourself. And it comes back to that information. You gotta find a way to identify where enemy targets are, how many there are, where they are.

Remember that with your TAD system, its range depends on your altitude. At the same time, the range at which the enemy can see you depends on your altitude — so there's a trade off. Find a



"Notice here that I've armed the ship according to the mission I have to accomplish. I got rid of the Hellfires 'cos I don't need 'em. I'm gonna use my 30mm cannon on the tanks, The Sidewinners'll take care of any Hinds and I can use the 2.75 rockets on the infantry and airbase. Remember, don't take the standard load".

We've got a tactical strike — and I always write down what I've got, where it is, what kind of weapons are involved. I'm destroying enemy AA guns at 5:10, supporting friendly troops at 9:10, it's a day mission. The wind is 2 knots from the West, the temperature's 58°, so that means I can carry lots of weapons — the cooler it is, the more weapons I can take on board.

Of course I write down the password — 'KNOCKOUT' — and get the secret response which is PUREBRED. Now what weapons do they have? We gotta have that knowledge. Warsaw Pact forces, inexperienced troops, they have SA7s, SA8s and SA9s. By far the worse is the ZSU234 which is a four barrel 23mm cannon. There's also some Hinds in the area. Fighter Pilots will spend 4-6 times the time they actually spend on a mission planning it, 'cos you gotta know where to run and where to hide. So now we gotta do some planning.

Our first target is at 5:10 — the AA sight. There are 7 targets at 9:10 where we support the friendlies. Some infantry targets, one air base and three tanks. So we need 2.75 rockets — that's important planning. We also need something to destroy the tanks, we could use our cannon. Arm the ship based on what mission you have to accomplish. The Hellfires are no good so I'll ditch 'em. Don't take the standard

Now it's turn of the Pact base. Bill's just about ready to let 'em have it with his 2.75 rockets, but he's got a surprise coming up. He's way too high at over 200ft and everybody and his mother has spotted him... "Just look at that threat detector, missiles comin' at me from everywhere, now the question is can I get myself outa this stuff".

load. We're gonna go for the secondary target first, we're gonna look at the map and see if there's ways we can use terrain avoidance to get there. Recognise also that we only saw main targets as identified by our Intelligence Officer, there will be many many other targets out there.

OK, start engines, one last look at the map, there's a big hill up ahead, were goin' for the tanks first, then the infantry, the airbase, then we'll fly across country behind that mountain ridge. Remember to use your NAV cursor. There's an INS in here that'll tell you how to direct yourself toward the target your after.

I like to put the collective up to about 90 percent. I can't go too high, or everybody and his mother'll see where I'm comin' from. 50 feet, nose over, a little ground effect, we gotta target — infantry. I've armed the cannon, we're at 100 feet, .6Km, gottem! Oh, oh, we gotta Hind, collective off, nose up a little, he's behind that hill. I'm arming up my Sidewinder, he's right behind that hill waiting for me. I'm keeping an eye on him on the threat detector, but I've just gotta wait here and hovver, here he comes, missile away... Gottim! Ha ha ha you dirtbag! I hadda be patient you see, we had to wait. If I'da charged in there I'da been blown away. Now, back down behind the hill — there's tanks on the other side of that hill.

Now I'm gonna freeze it. I think you oughta use the freeze adequately to go back and do some more planning. On my TADS I've got indication of a tank on the other side of that hill. I'm gonna swerve round the right side, arm up my 30mm cannon which is the only weapon I've got against tanks, but I'm not gonna rush in there or I'll get blasted.

80 feet, 100 knots, stay close, get his target, hopefully at about .6Km and I will get that tank before he knows what hit him. Stand by one, here we go. There's two of 'em in a row, and look at em all out there, two tanks, an infantry battalion and the airbase. Gotta stay low. IR missile launched at me, drop a flare, another incoming missile, that one hit, no damage. I'm too high, I'm gettin' down to 50 feet, another missile, I'm tryin' to stay low, get lost in the ground clutter, I'm down to 10 feet, I'm gonna hide behind that hill over there.

OK, there's pad infantry up ahead on the road. Arm up my 2.75 rocket, and fire. I'm out in the open here so I gotta stay low and slow, hang on, Hind helicopter airborne, I've gotta get the Hind, nose over, there he is right in front of me, there's a Sidewinder away on him. Nose down, nose down, I'm way too high — 200 feet. Radar jammer, chaff away.

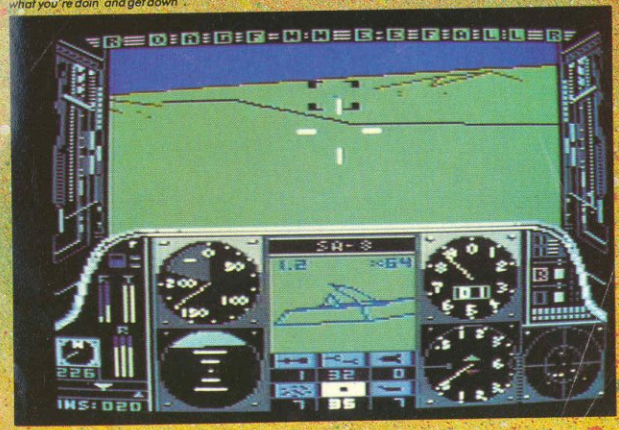
You've gotta be ready to abandon what you're doin' and get down. I got a bit carried away there, we had bad guys left and right — ZSU234s, but I got him before he got locked on me. There's a lot of thinking going on here. You gotta know what kind of weapons can get you first. I abandoned the airbase on the left. The ZSU234 and the Hind are the two toughest things to defend yourself against, if you don't get those your not gonna make it home...

Now I'm gonna turn around and go back for the air base. There's an SA9, I'm gonna go for him, though I hate to cos he's pretty unimportant. OK, there's the base, arm up my 2.75 rockets. There's one, two rockets away, wham! Now nose down, get back down and there's the secondary target destroyed.

Now I'm gonna pause again for some more planning. I'm gonna head due West along the back of the mountain ridge for the primary target. There's some roads along there and I'll probably follow those. IFR we call it, which is a bit of a joke because it stands for Instrument Flight Rules, but to pilots it means I Follow Roads — it's a good way to navigate!

It looks like the kind of valley where there could be quite a lot of anti air power, so I'll have to make sure to stop and take a good look around before I go in there.

The important thing to remember is to go for your primary and secondary targets and then head back for base, don't go blastin' other things. Remember to use adequate planning at all stages, to do good reconnaissance, and to use terrain avoidance, ground clutter, and speed, to hide yourself from the enemy. Finally, remember that GUNSHIP is a simulation and, like the real thing you'll only succeed if you plan your mission and think about what you're doing at every stage.

Good luck.

Major Bill puts paid to an SA-8 on his way down to look for some cover. "You gotta be ready to abandon what you're doin' and get down".